

## What is SimpleLock?

SimpleLock is a tiny class that allows you to:

1. control what server gets to run your SWF
2. to shutdown the SWF if your client doesn't pay as agreed.

It's beautifully simple to use, yet very versatile. You can have your movie do *anything you want* if it is being run illicitly. You can for example hang the Flash Player (code included) or have it direct the browser to your site.

## Usage

(on the first frame, root timeline)

```
import com.ulfben.utils.SimpleLock;
stop();
dealWithResult = function(success:Boolean){
    if(success){
        gotoAndPlay(2); //we we're allowed access
    }
    else {
        while(true){}; //hangs the flash player.
    }
}
var lock:SimpleLock = new SimpleLock(["allowedDomain"], true, "url to key file",
                                     "url to crossdomain.xml");
lock.addEventListener("onResult", this, "dealWithResult");
lock.validate();
```

## About the parameters

Allowed domains is an array of valid servers. You can use the shorthand notation to create an array like this: [["http://www.url1.com/"](http://www.url1.com/), ["http://url2.com/"](http://url2.com/)]

The boolean (second param) tells SimpleLock whether it's OK to run on a user's local machine or not. You run locally every time you compile and test during development, so this defaults to "true" if not set.

If "url to keyfile" is "none", SimpleLock will only test for run location and not care about keyfiles.

"url to crossdomain.xml" is the location of your crossdomain policy file. There's an example file included with this download. You must have one on the domain that's hosting the keyfile. If "url to keyfile" is "none", you don't need to specify this.

## About the keyfile

The keyfile is an ordinary text file. If it includes "allowrun" and "true", the flash movie will play. You'll need a new file for each client, and can call it whatever you want. Put "allowrun = true;" or something like that, anywhere in the file. If a client fails to pay and you wish to disable the file, just remove the text.

## **A few security tips**

Always encrypt your SWFs, otherwise any security measure is rendered practically useless.

Obfuscate your external assets to make it more difficult for a user to pick up your music and graphics. You can rename your "CoolLoop.mp3" to "menu\_row.gif" or somesuch - to throw cachedivers of their track. Flash won't mind.

In your Publish Settings, make sure to check "Compress Movie" in the Flash tab. This obfuscates your movie somewhat.